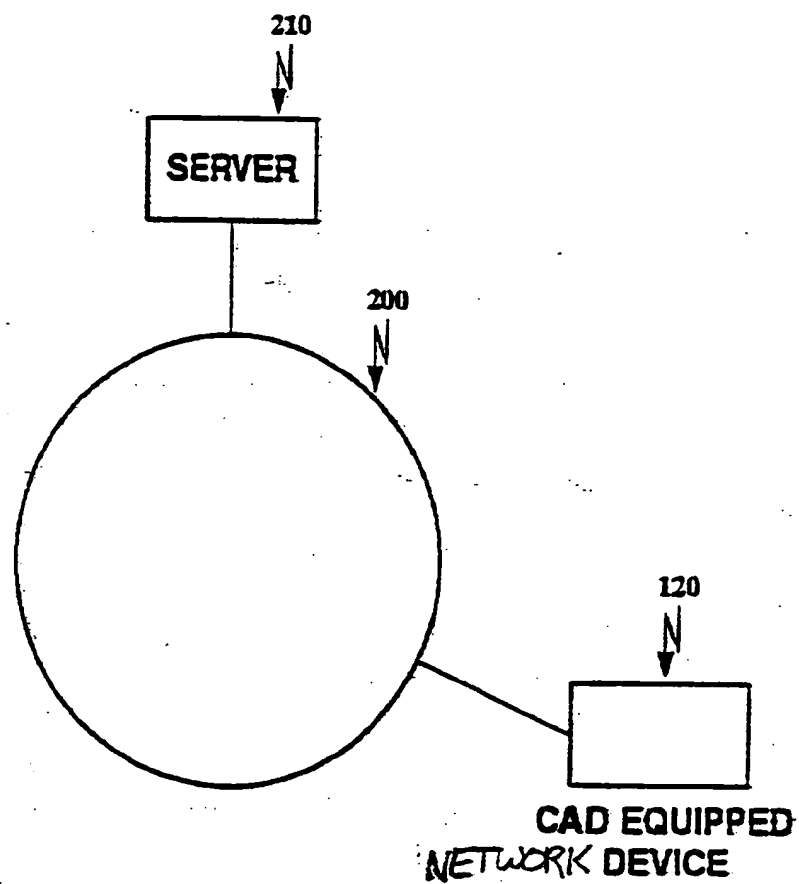


The diagram illustrates a system architecture. A computer (120) is connected to a server (110) via a cable. The server (110) is connected to a network (100) and a mobile device (105) via a wireless connection. The network (100) is represented by a cloud-like shape. The mobile device (105) is shown as a handheld device. The computer (120) is a desktop system with a monitor and a base unit. The server (110) is a rack-mounted unit. The network (100) is a cloud-like shape. The mobile device (105) is a handheld device.

## Figure 1



**Figure 2**

# Small-Footprint Device

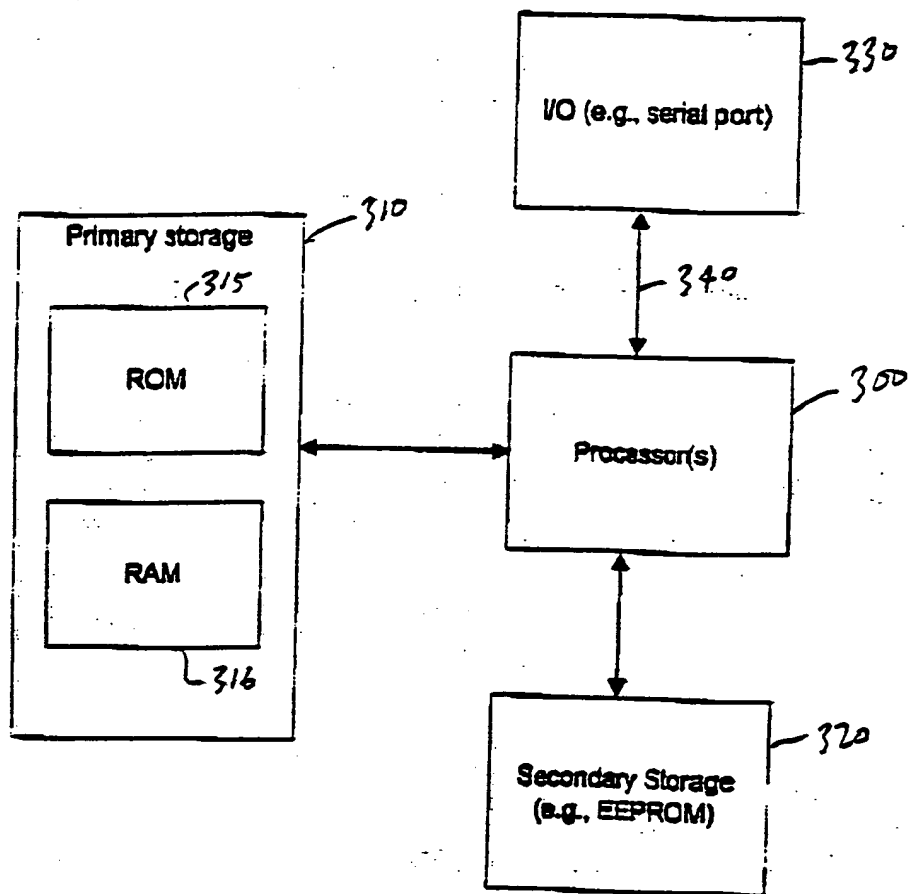


Figure 3 (PRIOR ART)

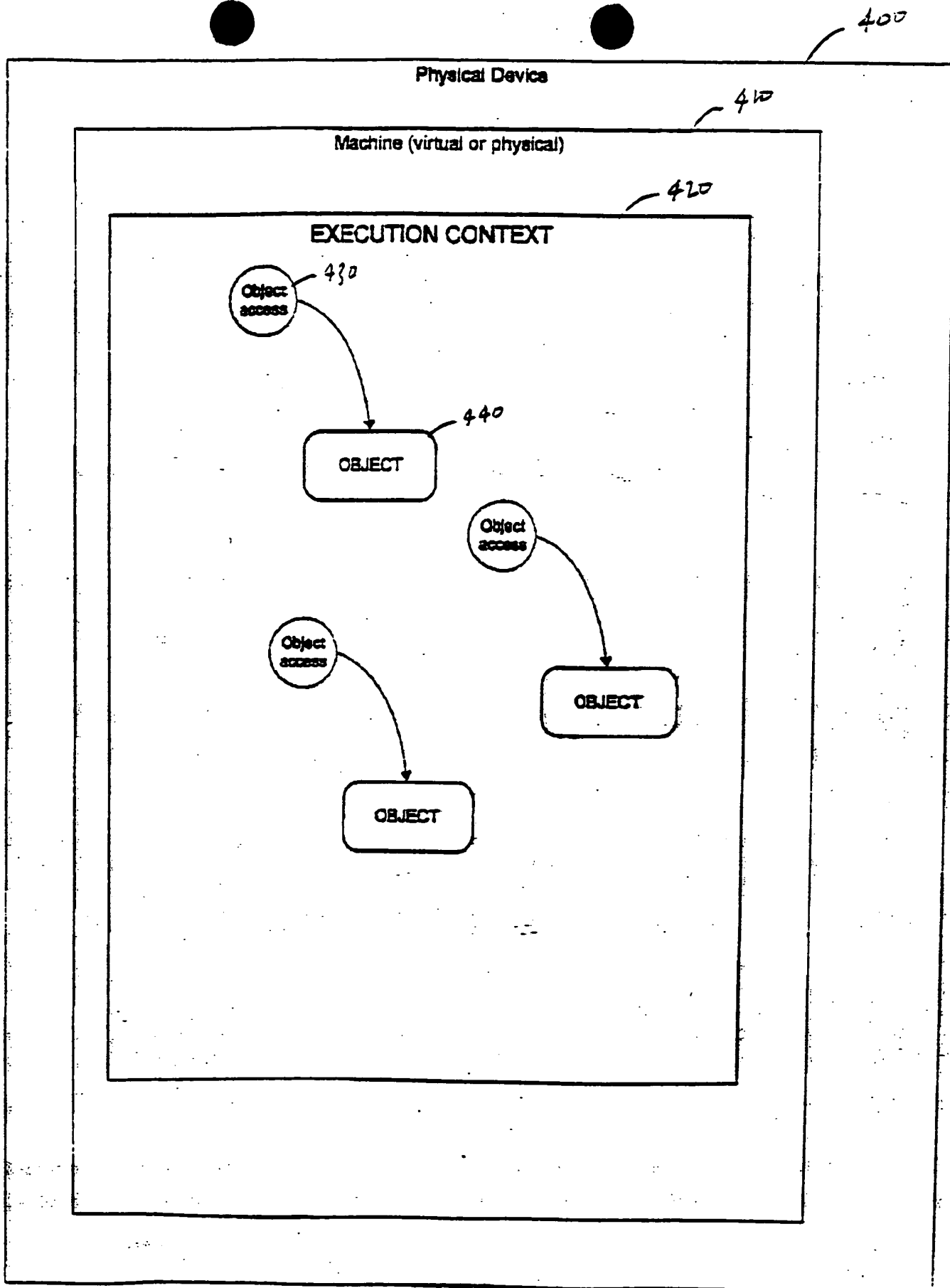
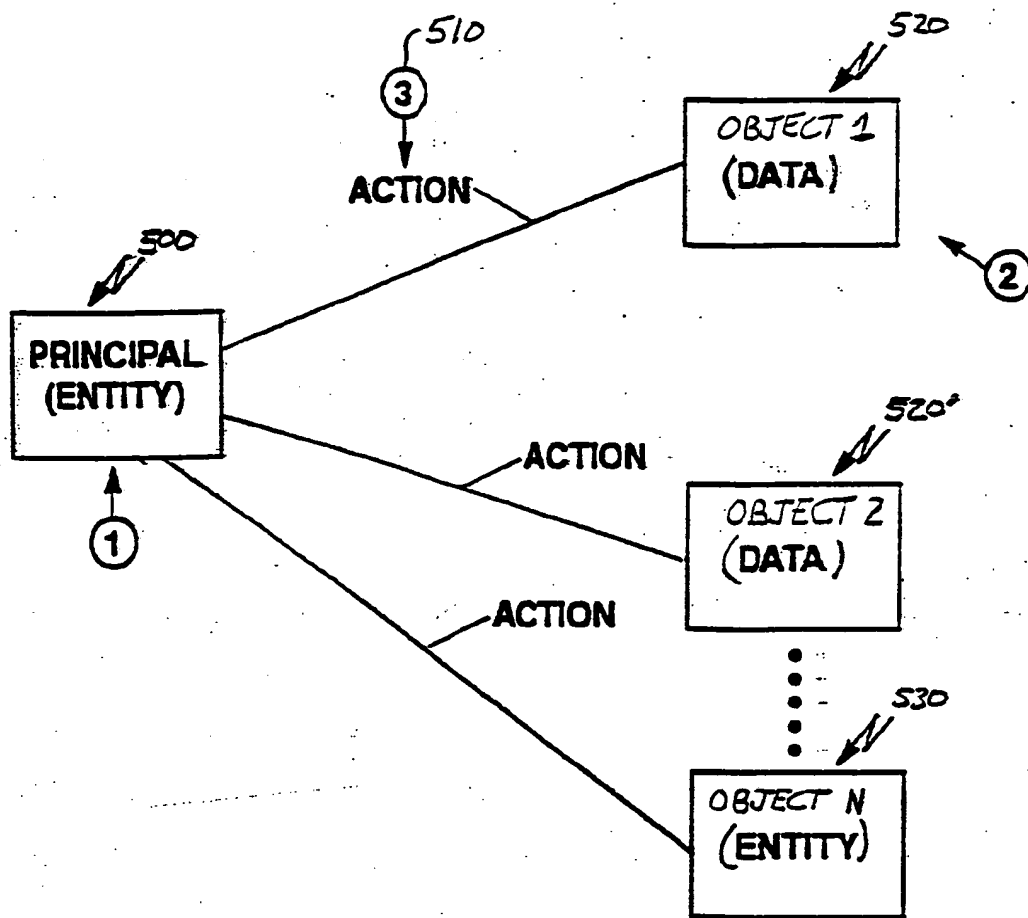


Figure 4 (PRIOR ART)



**Figure 5**

Physical Device

Machine (virtual or physical)

EXECUTION CONTEXT 1

Object access

OBJECT

Object access

OBJECT

EXECUTION CONTEXT 2

Object access

OBJECT

OBJECT

Figure 6

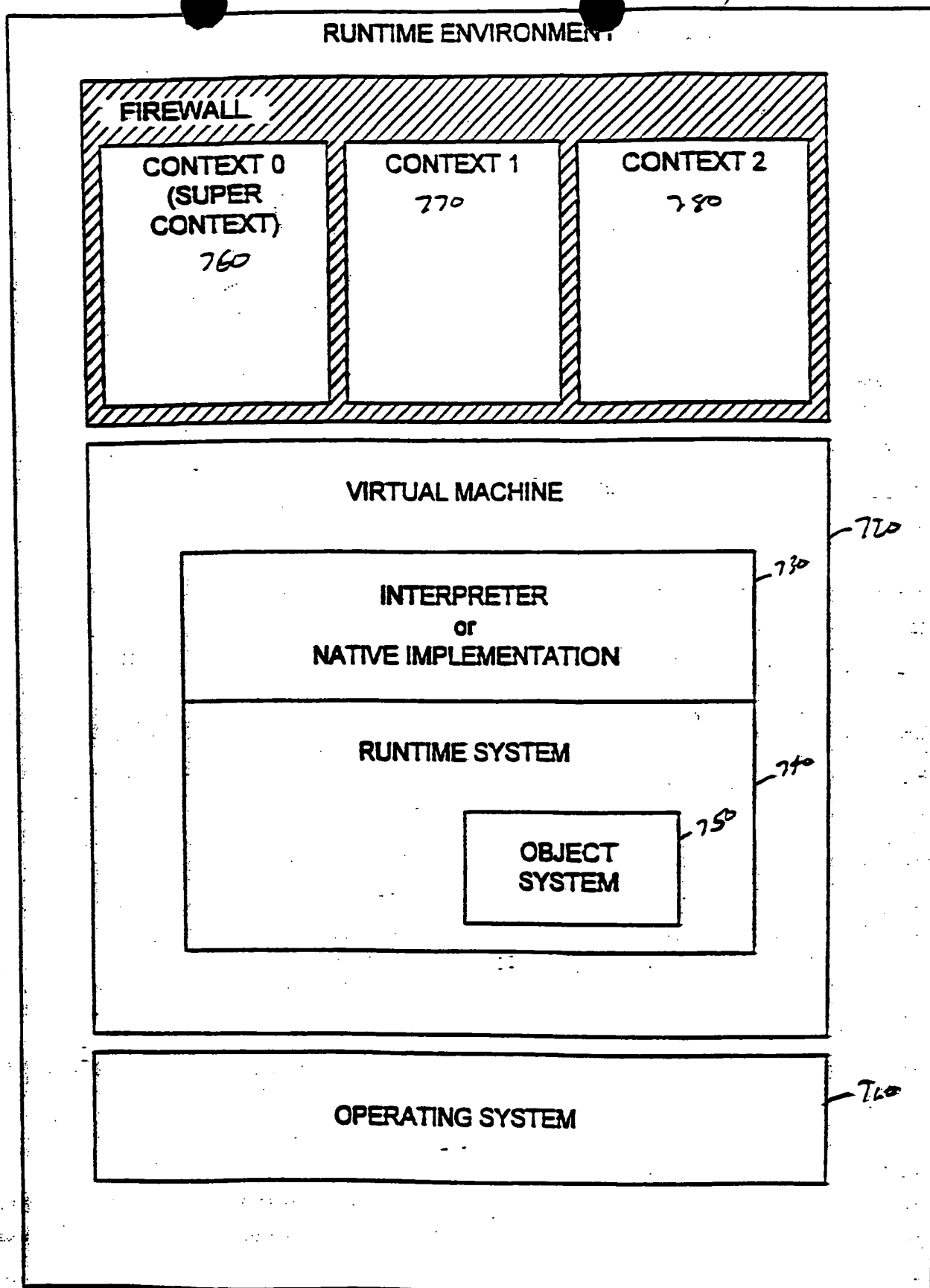


Figure 7

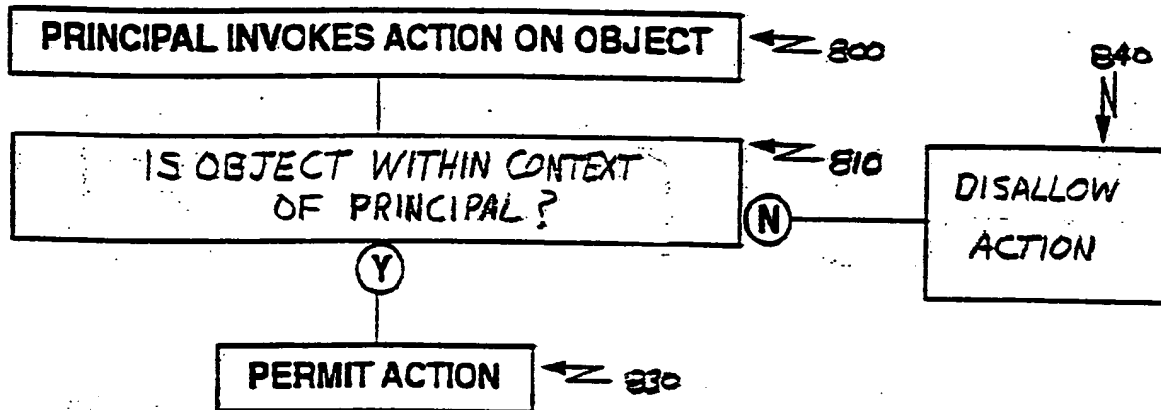


Figure 8



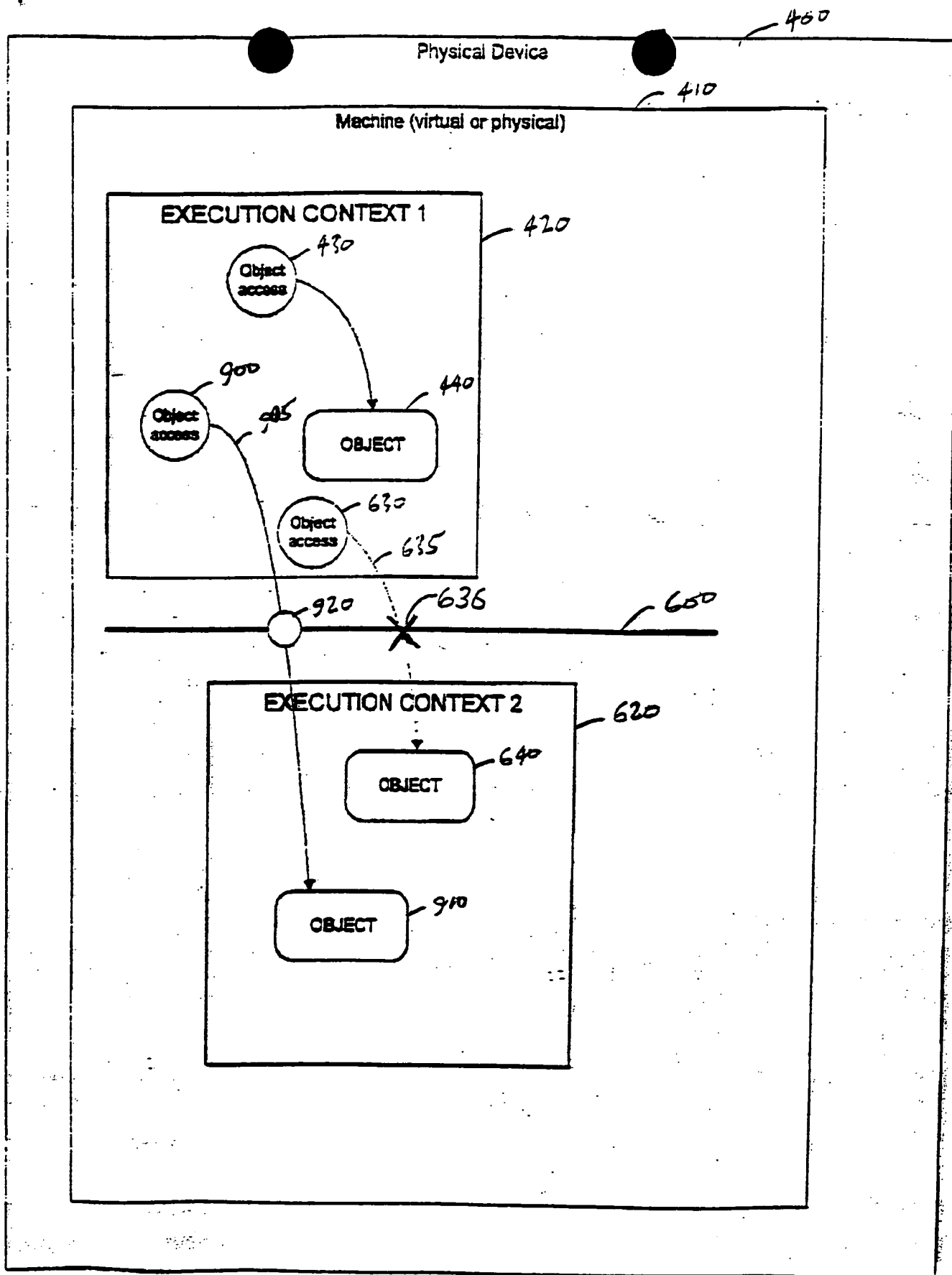


Figure 9

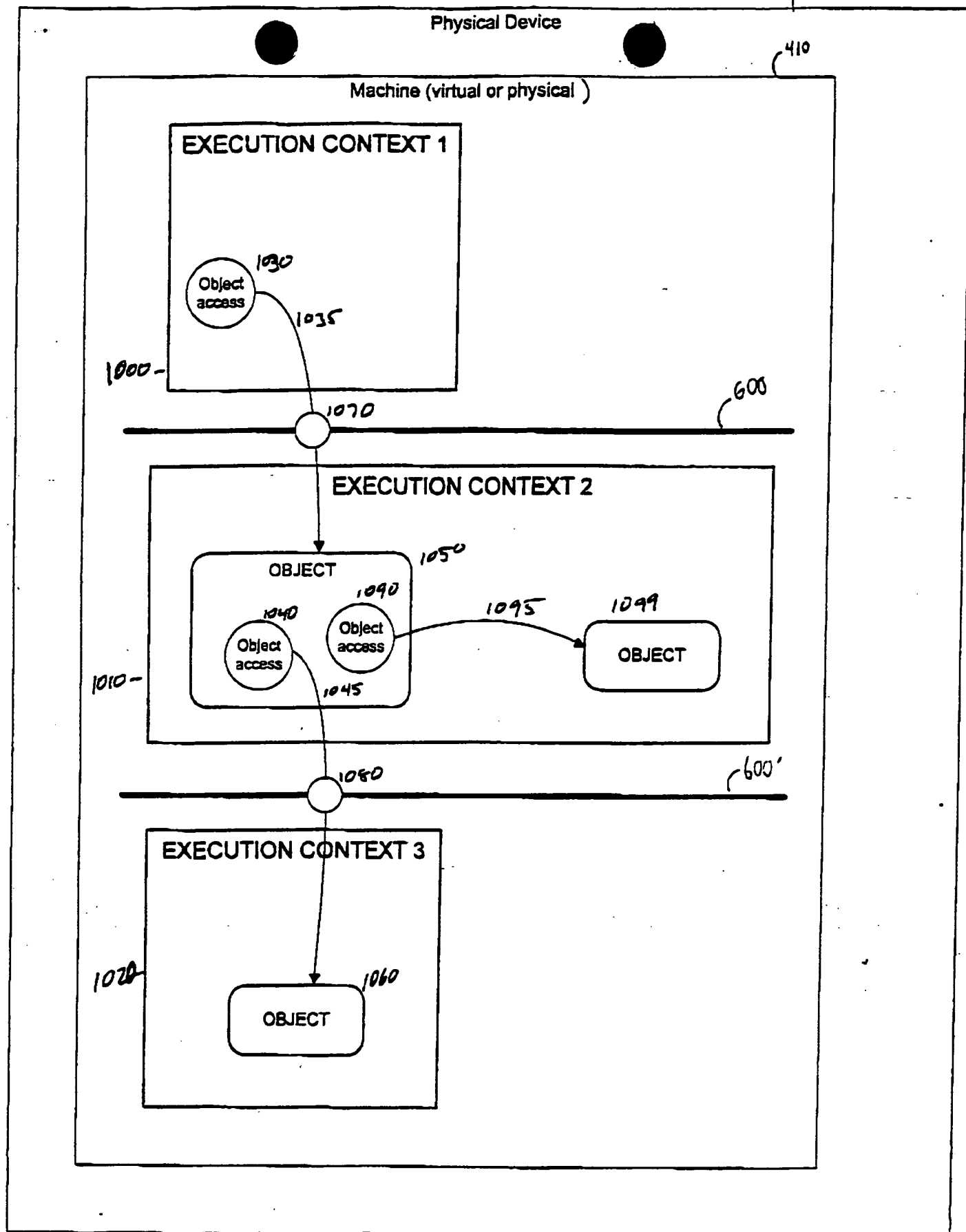


Figure 10

1150  
In execution context 2,  
create Object and  
designate as shared  
(e.g., entry point)

1110  
In execution context 1  
(Principal), obtain a  
reference to Object

1120  
Principal invokes  
Action on Object

Figure 11

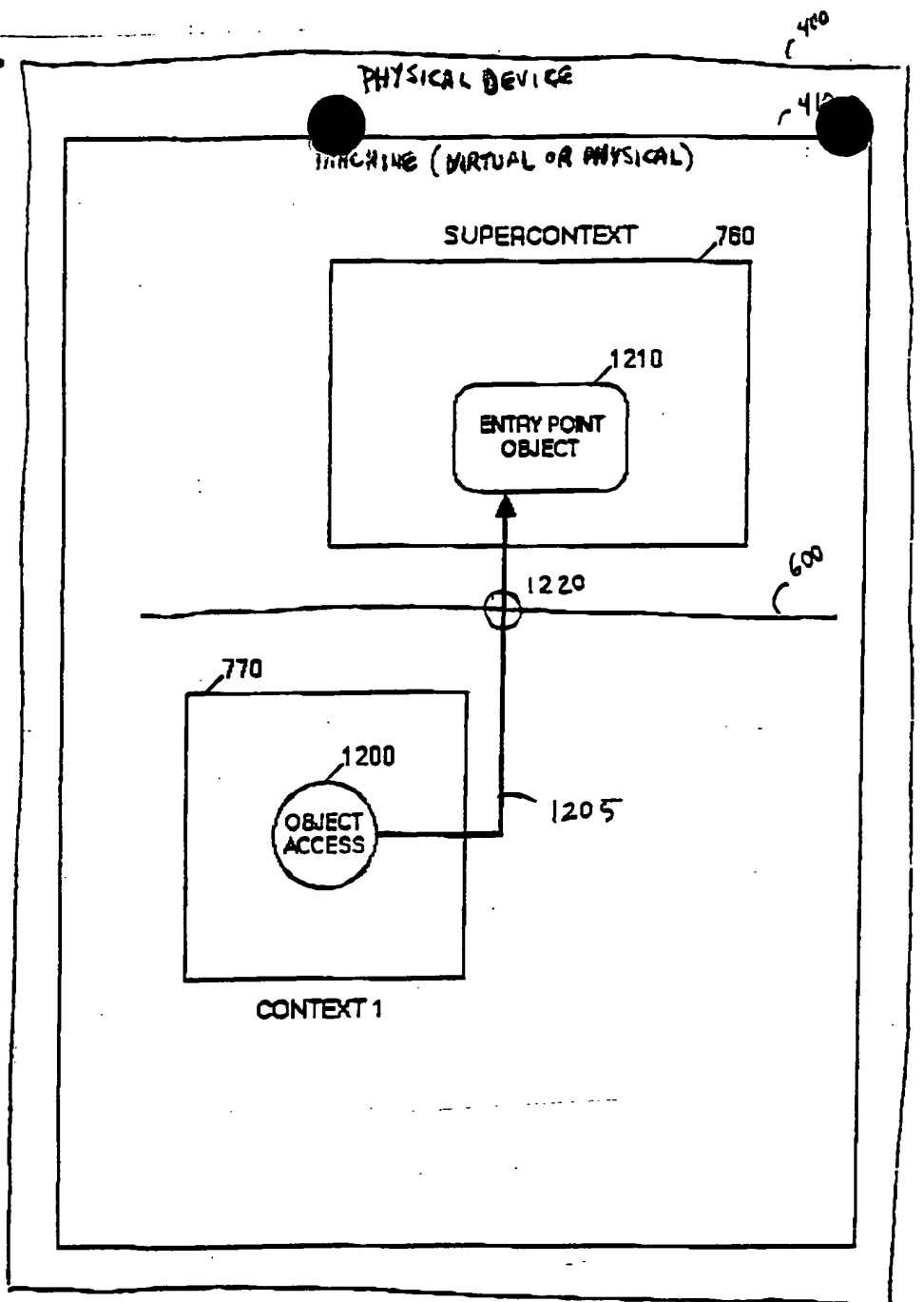


FIGURE 12

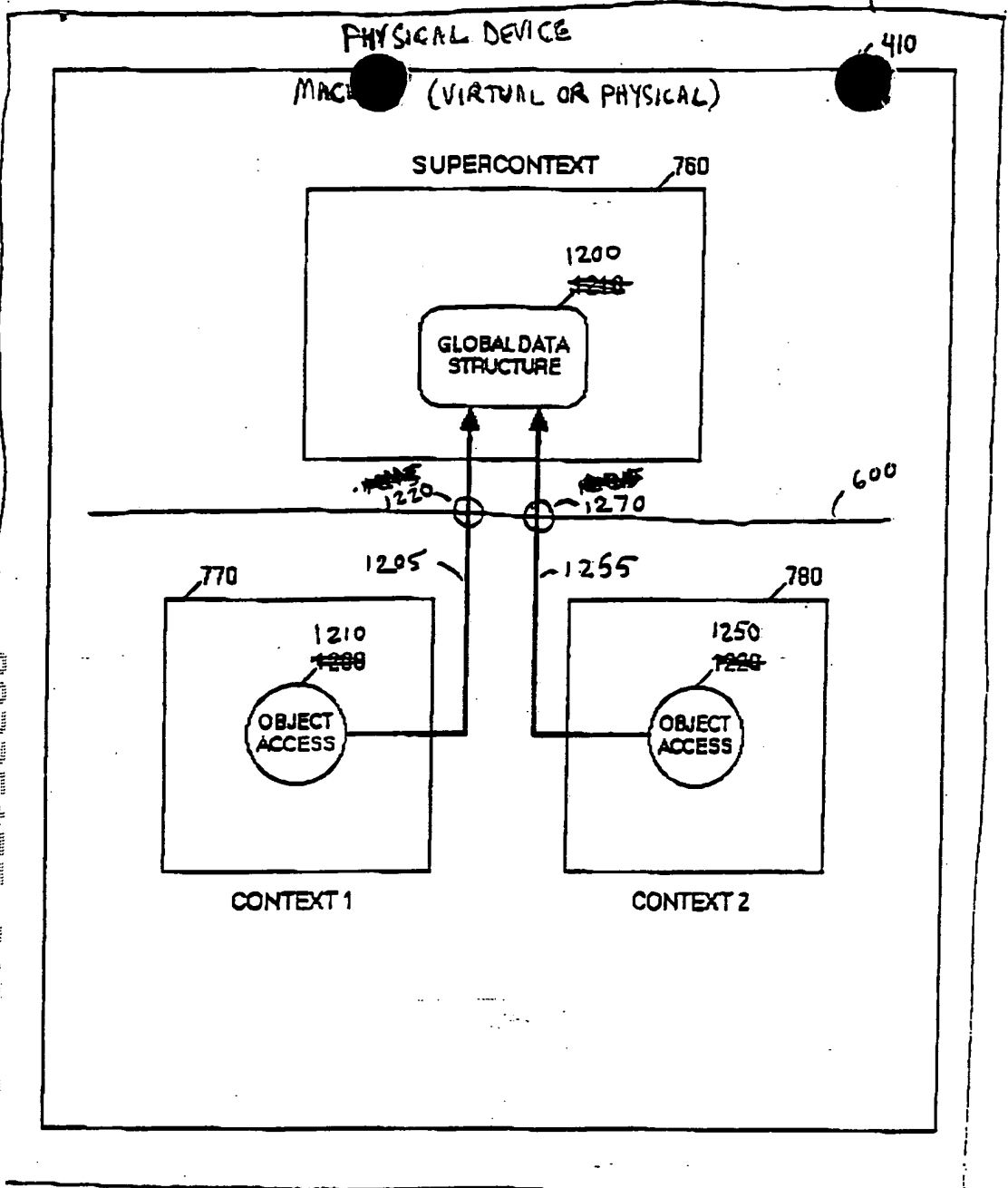


FIGURE 13

PHYSICAL DEVICE

400

410

MACHINE (VIRTUAL OR PHYSICAL)

SUPERCONTEXT

760

1200

OBJECT  
ACCESS

1250

~~1228~~

OBJECT  
ACCESS

1220

1270

600

1205

770

1210

OBJECT

CONTEXT 1

1255

780

1260

~~1238~~

OBJECT

CONTEXT 2

FIGURE 14

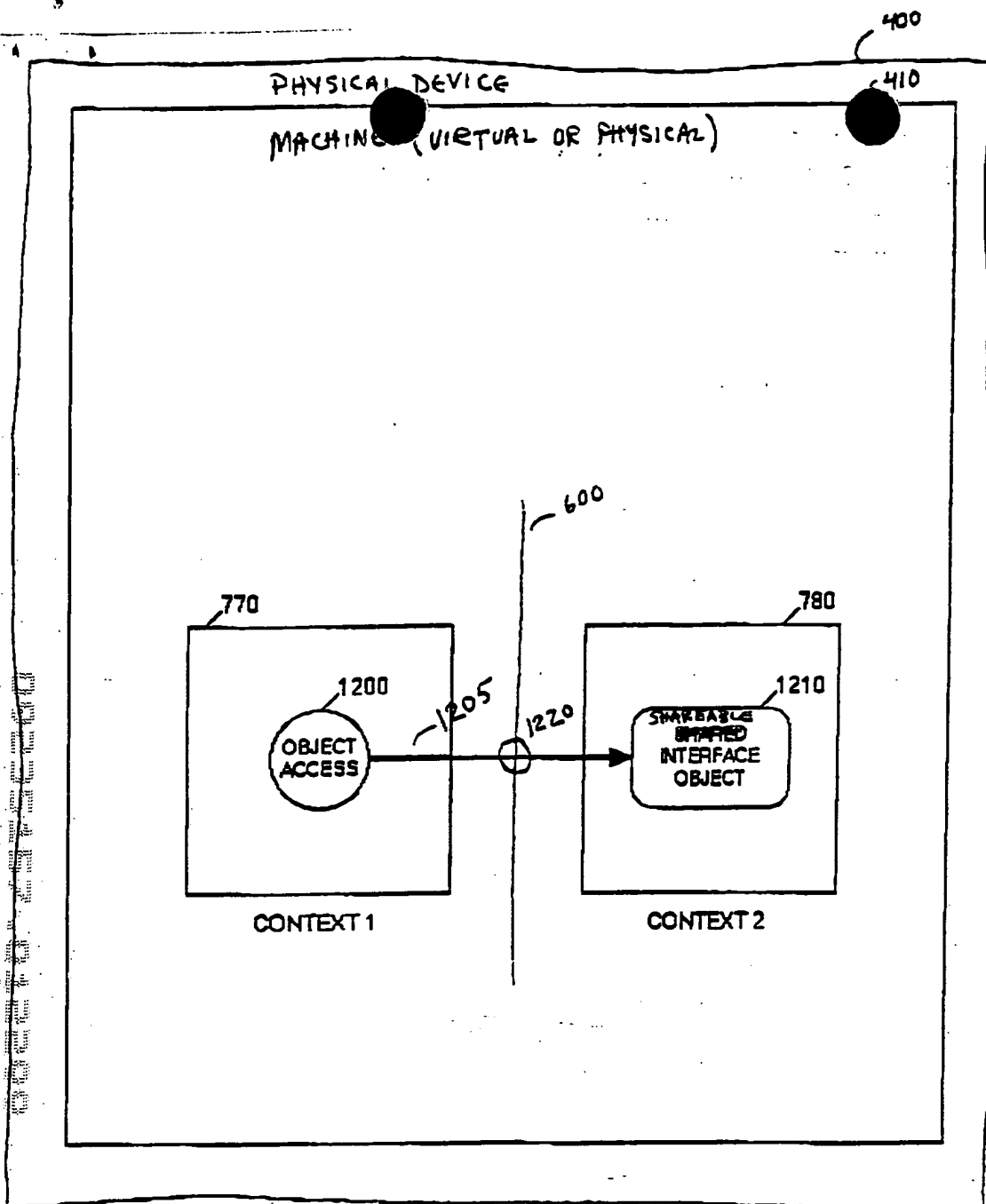


FIGURE 15





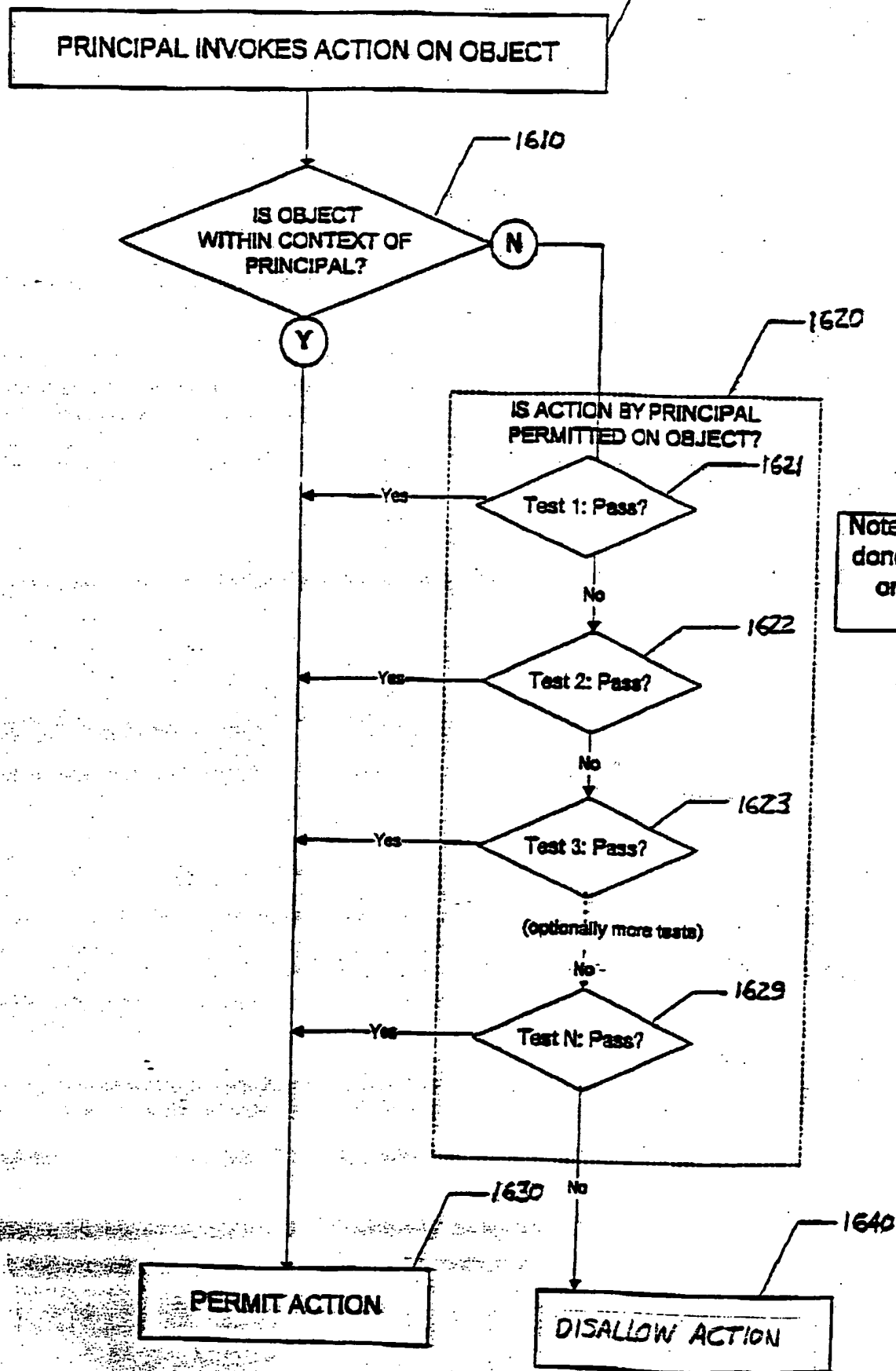


Figure 17

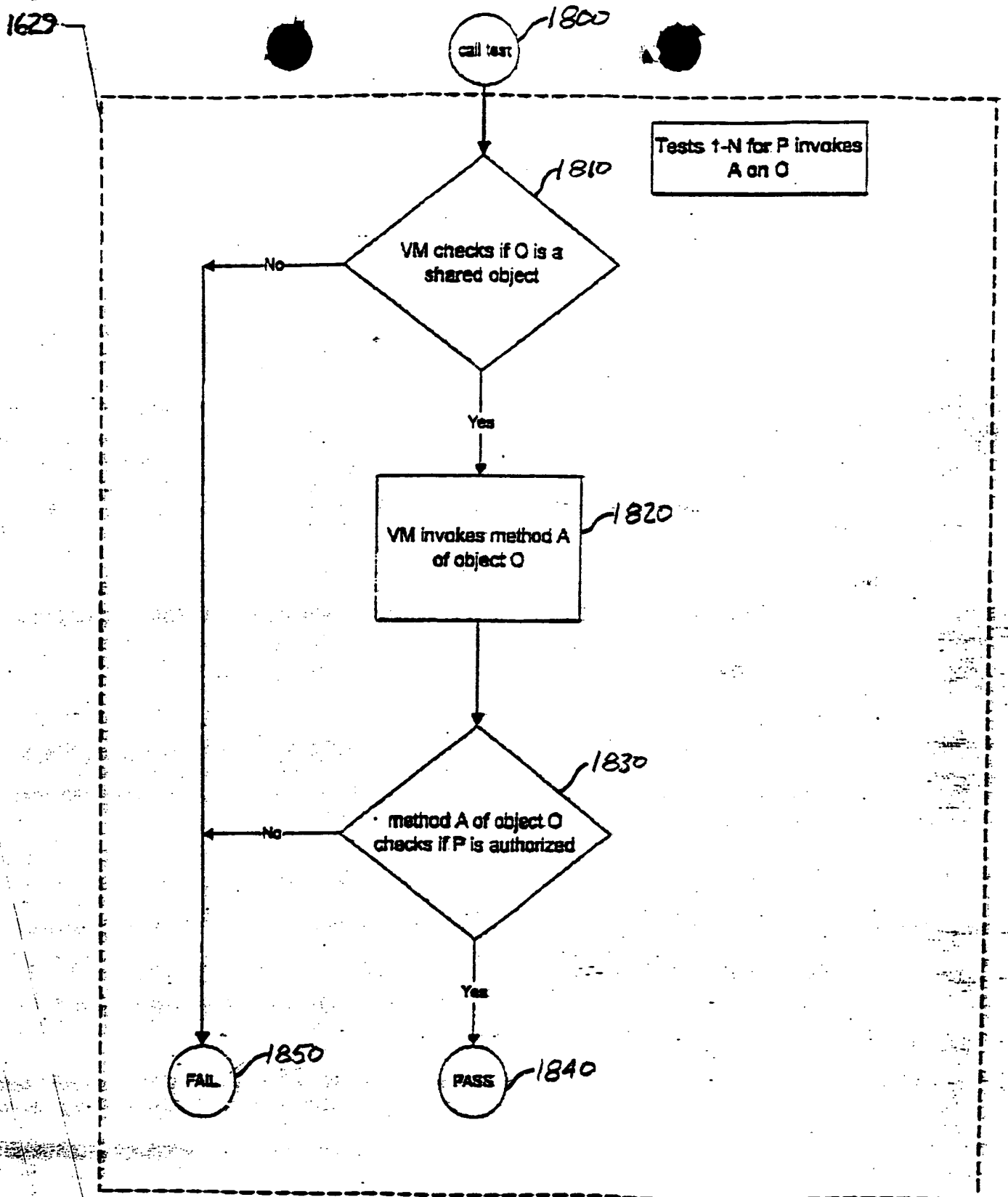


Figure 18